

FIG. 1A

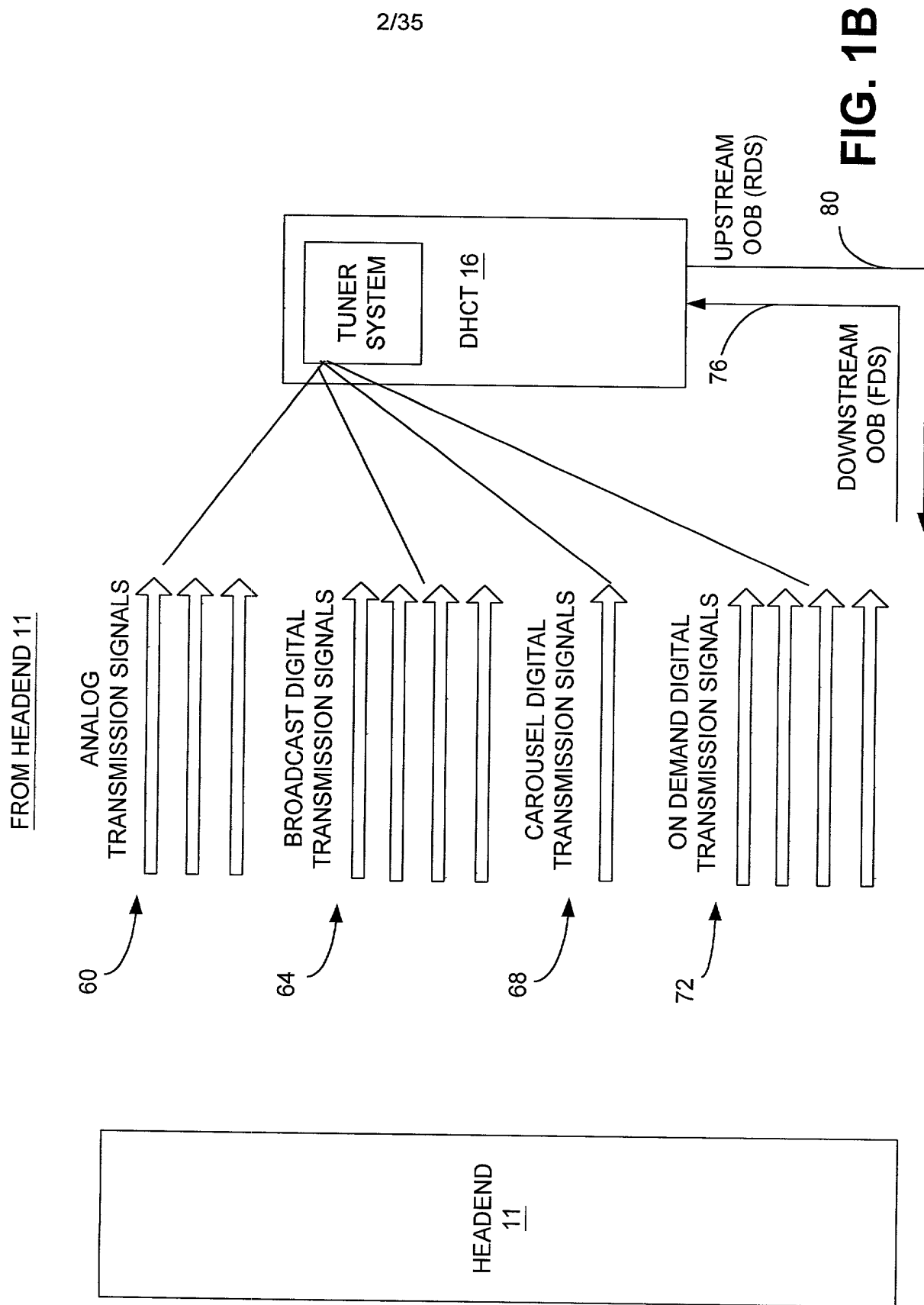


FIG. 1B



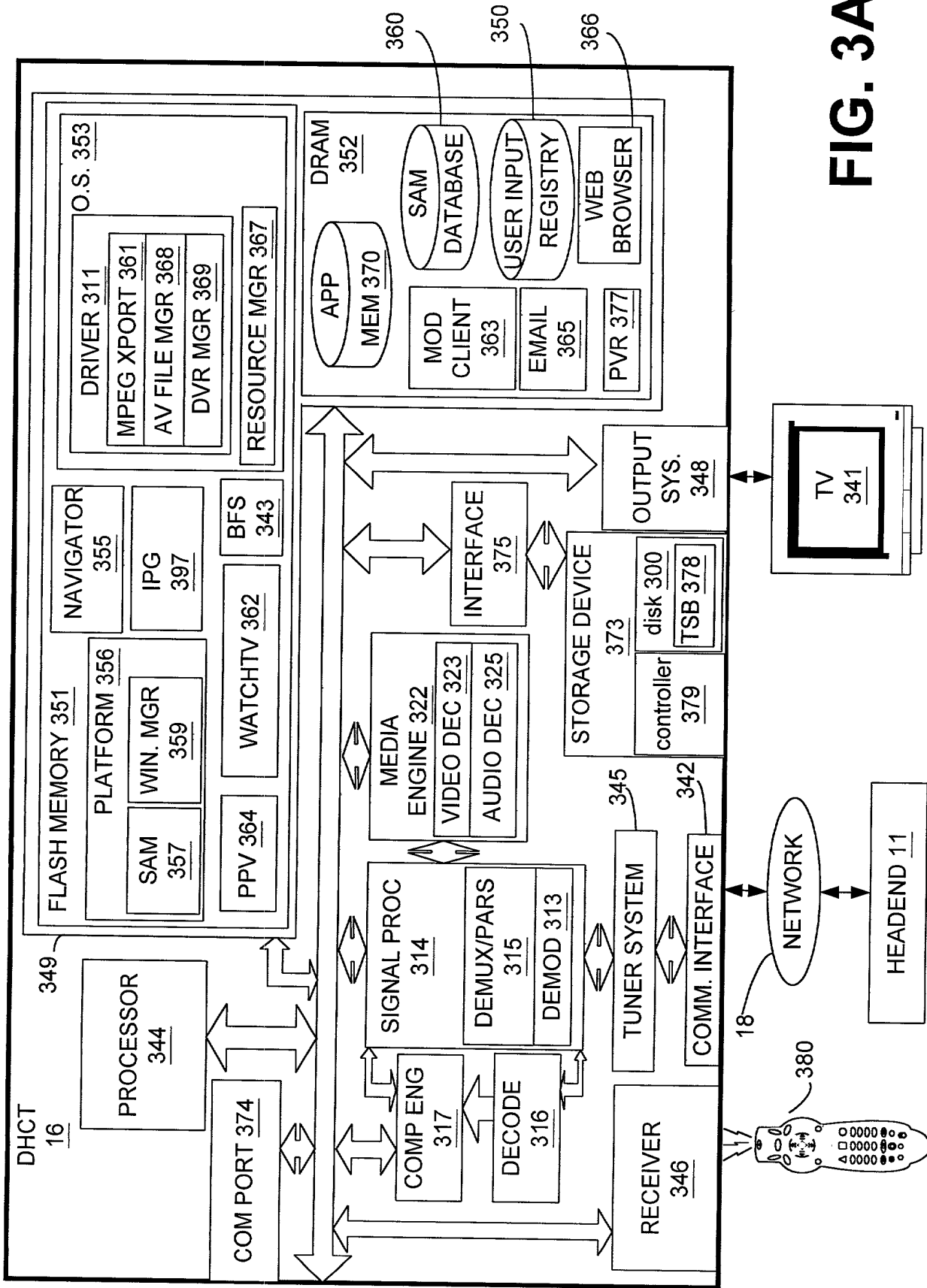


FIG. 3A

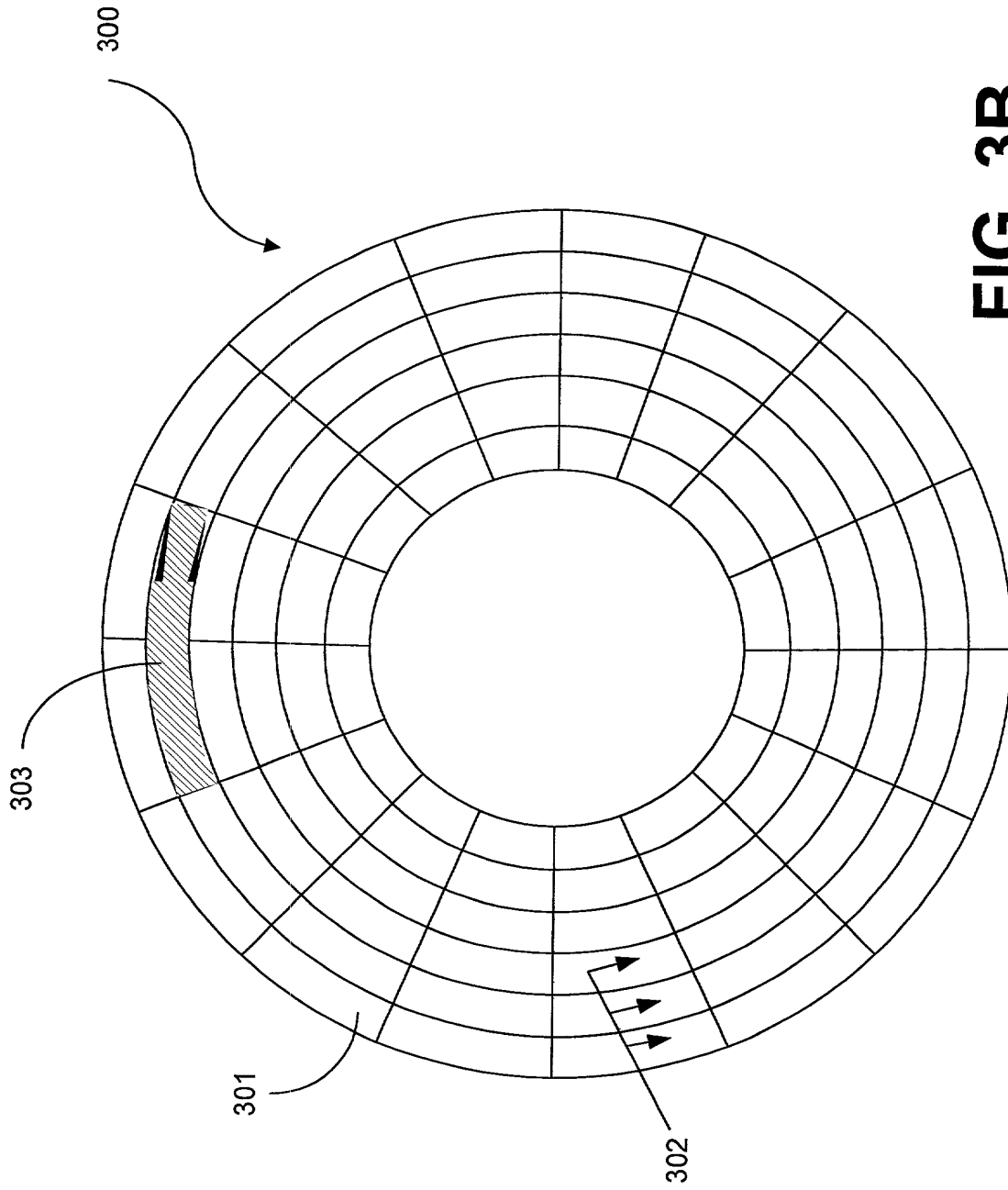


FIG. 3B

```

struct ProgramInfo
{
    410 char *filename;
    415 bool recorded; /* 0 = do not permanently record */
    420 int handle; /* file handle, 0 = file closed */
    425 char *guideData; /* program description, title, times */
    430 time startTime; /* actual record start time */
    435 time stopTime; /* actual record stop time */
    437 int startNPT; /* start NPT for the media content instance */
    440 int stopNPT; /* stop NPT for the media content instance */
    445 int tsbHandle /* handle for associated TSB */
    450 int tsbStartNPT; /* start NPT for associated TSB */
    455 int tsbStopNPT; /* stop NPT for associated TSB */
    /* additional data */
};

```

FIG. 4A

```

struct TSBprogramInfo
{
    460      int    handle;    /* file handle, 0 = file closed    */
    465      List  programs; /* list of ProgramInfo          */
    470      int    startNPT; /* start NPT for the TSB        */
    475      int    recNPT;  /* current record NPT for the TSB */
        /* additional data */
};

```

FIG. 4B

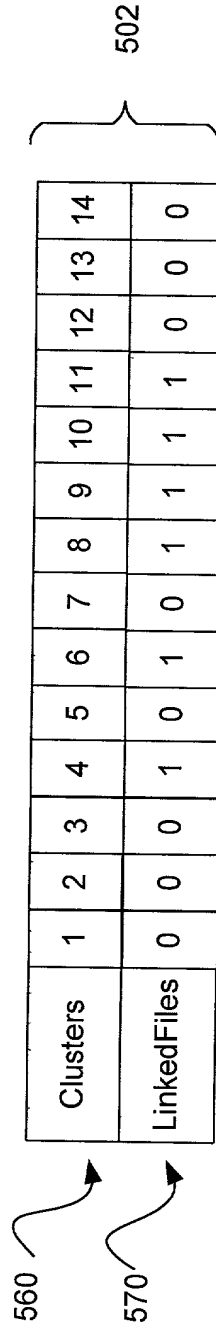


FIG. 5A

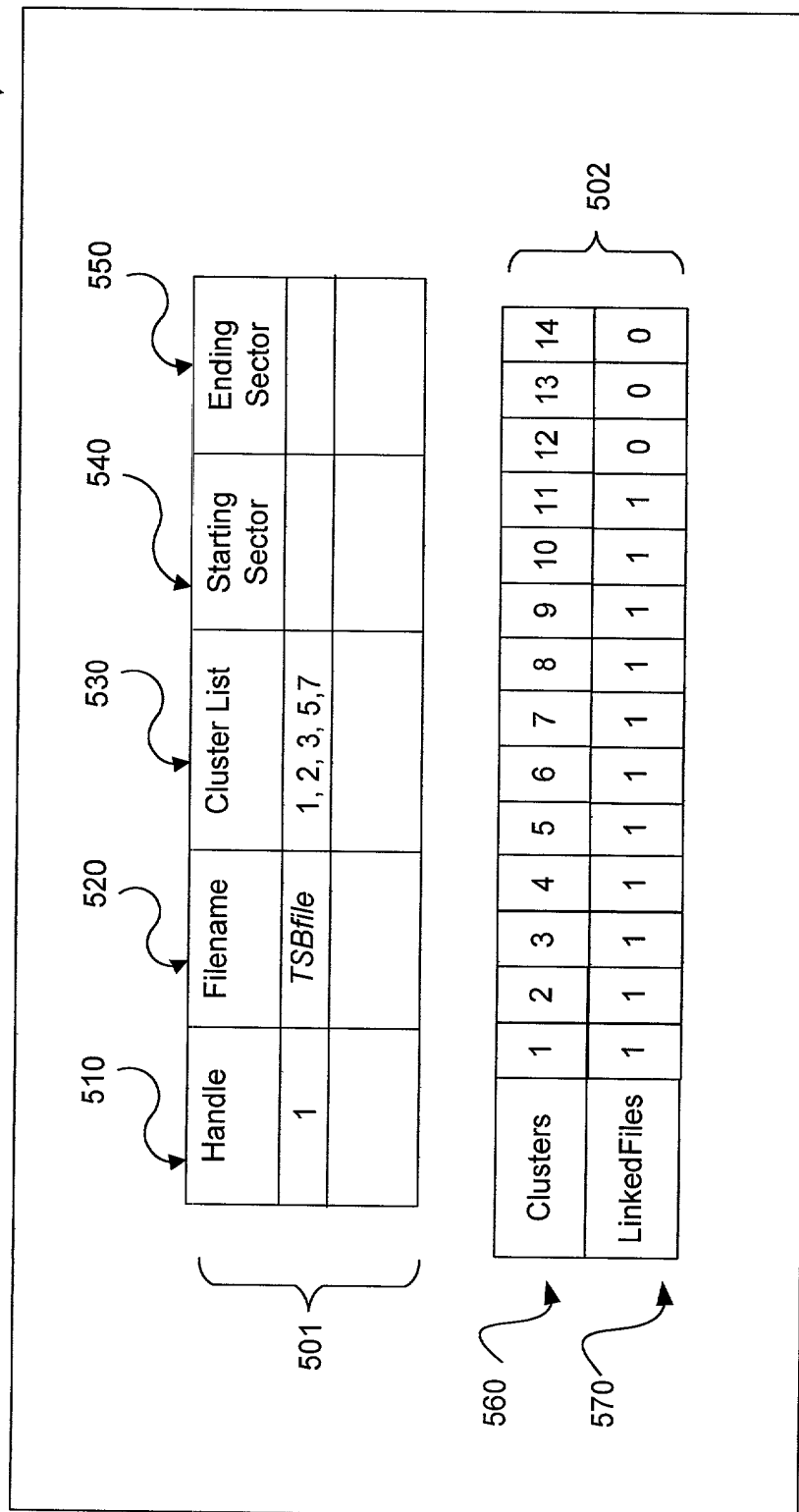


FIG. 5B

500

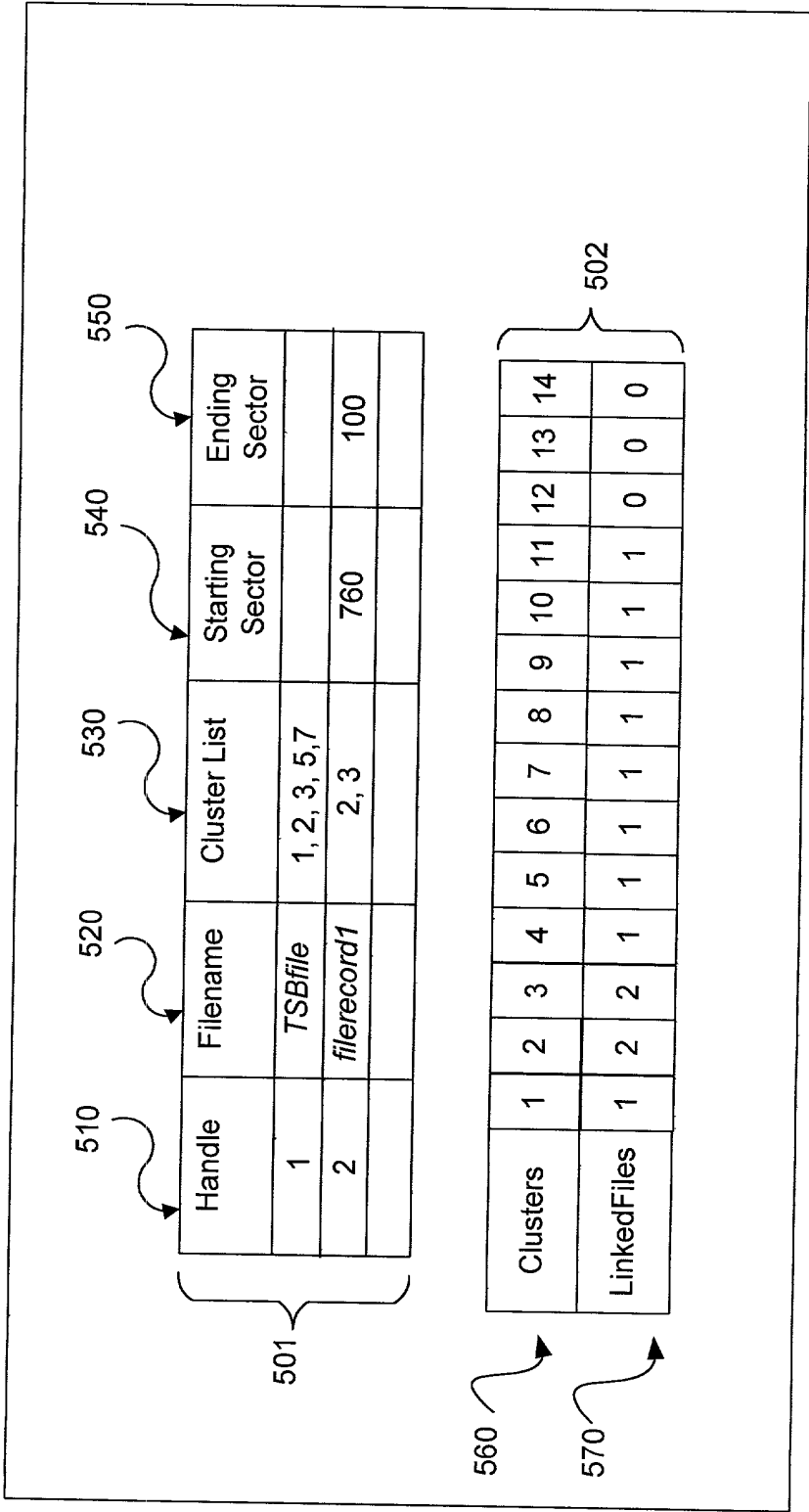


FIG. 5C

FIG. 5D is a block diagram of a file system structure 500. The structure 500 includes a file table 510, a cluster list table 530, a starting sector table 540, and an ending sector table 550. The file table 510 contains entries for files 'TSBfile' and 'filerecord1'. The cluster list table 530 contains cluster lists for these files. The starting sector table 540 and ending sector table 550 contain the starting and ending sectors for the clusters. A linked list structure 560 is also shown, mapping clusters to linked files.

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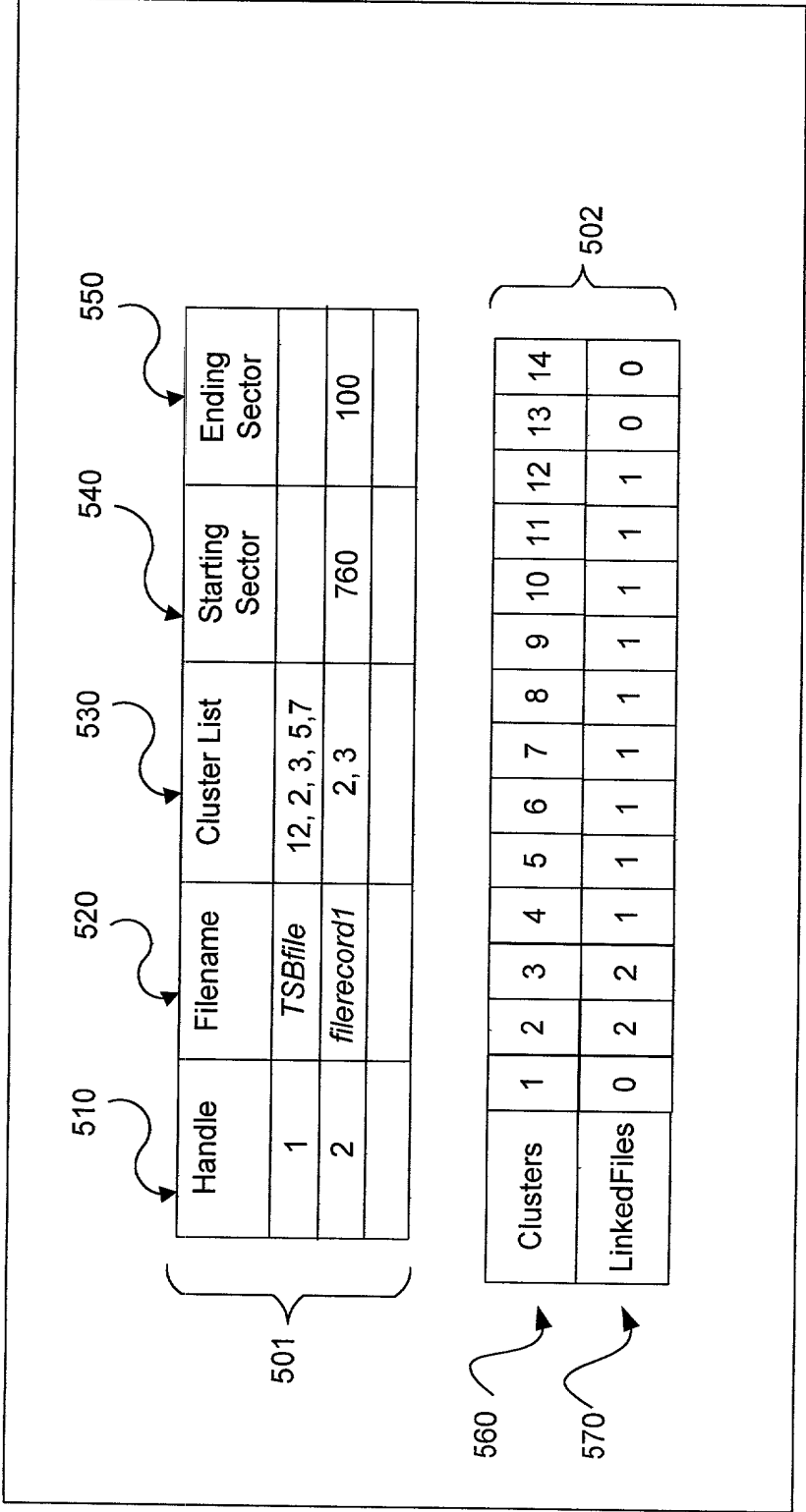


FIG. 5D

500

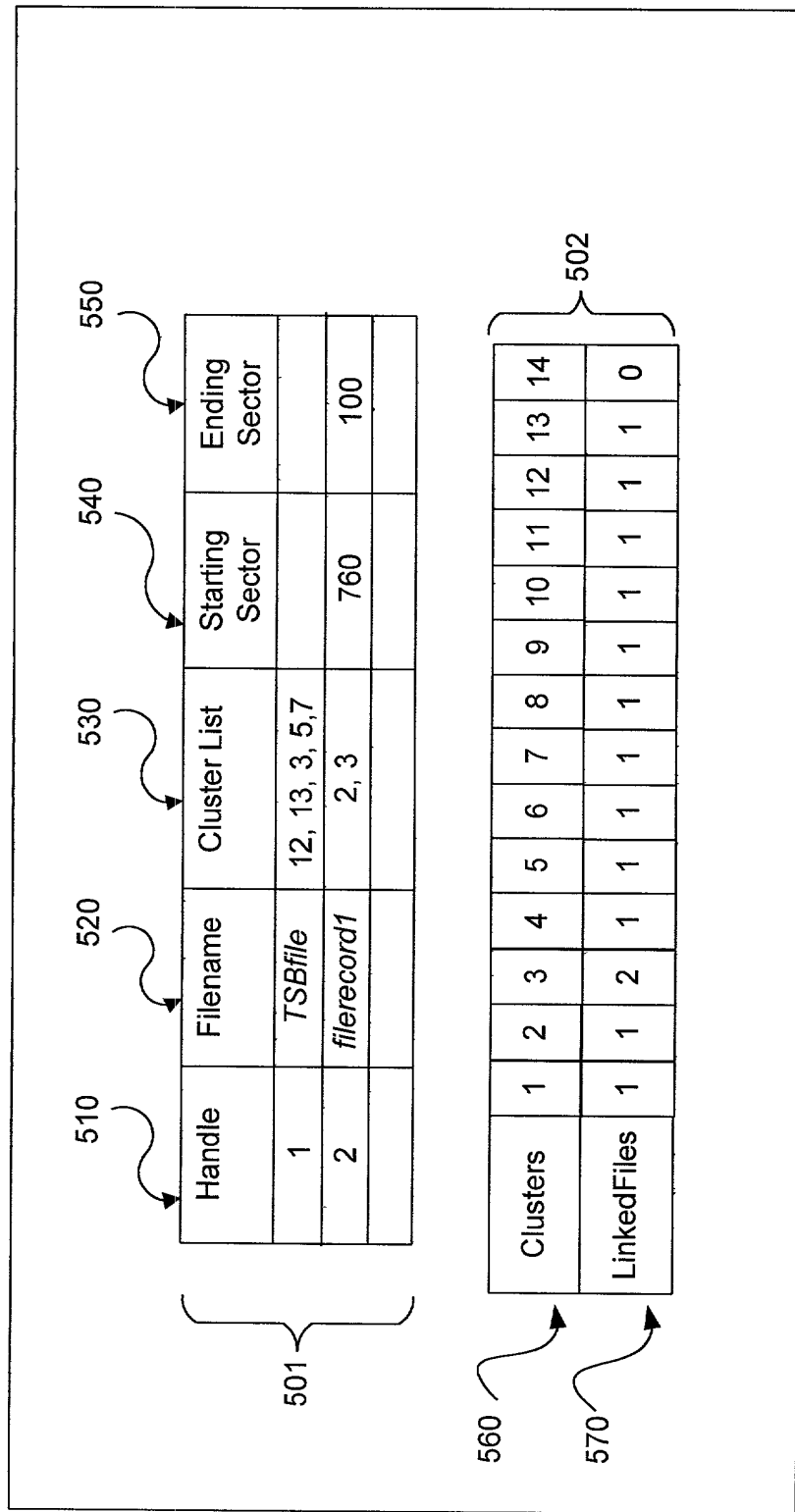


FIG. 5E



FIG. 5F

```
struct clusterInfo /* cluster entry data in FAT */
{
    short numLinkedFiles; /* number of linked files */
    /* additional data */
}
```

FIG. 6A

```
struct RecordedFileInfo
{
    ClusterList clusterList; /* ordered list of clusters */
    unsigned startingSector;
    unsigned endingSector;
    /* additional data */
}
```

FIG. 6B

```
struct TSBfileInfo
{
    ClusterList clusterList; /* ordered list of clusters
    /* additional data */
}
```

FIG. 6C

void dvrn_TimeShift (ui32 *handle, TV_ID tvId)

FIG. 7A

dvrn_Record (ui32 *handle, TV_ID tvId, char *filename, eDvr_Quality quality)

FIG. 7B

dvrn_TimeShiftRecord (ui32 *handle, ui32 *tsbHandle, char *filename, i32 startNpt, i32 stopNpt)

FIG. 7C

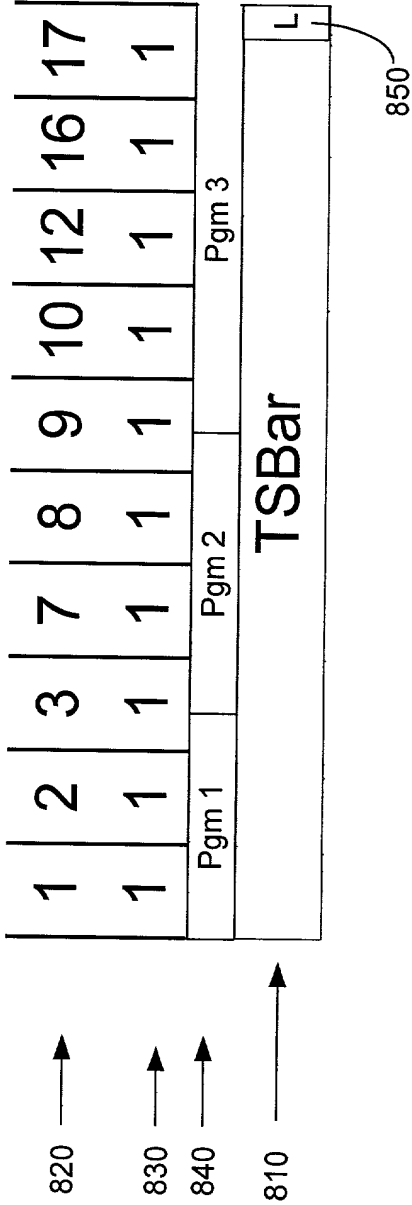


FIG. 8A

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FIG. 8C

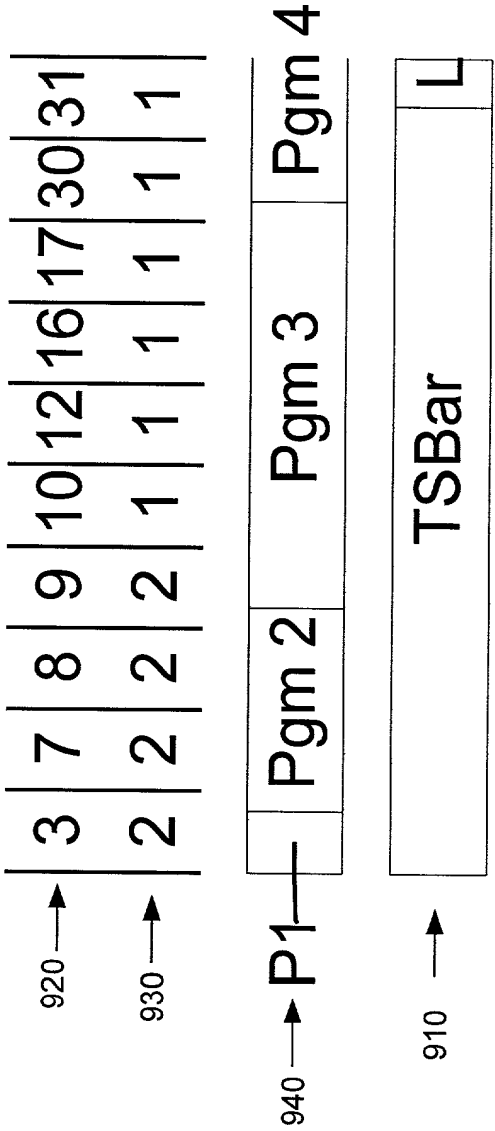


FIG. 9A

3	7	8	9	10	12	16	17	30	31	34
1	2	2	2	1	1	1	1	1	1	1
Pgm 2				Pgm 3				Pgm 4		
TSBar										
L										

FIG. 9B

3	7	8	9	10	12	16	17	30	31	34	35	36
1	1	1	2	1	1	1	1	1	1	1	1	1
Pgm 2				Pgm 3				Pgm 4				
TSBar												
												L

FIG. 9D

3	7	8	9	10	12	16	17	30	31	34	35	36	37
1	1	1	1	1	1	1	1	1	1	1	1	1	1
Pgm 2				Pgm 3				Pgm 4				Pgm 5	
TSBar													
L													

FIG. 9E

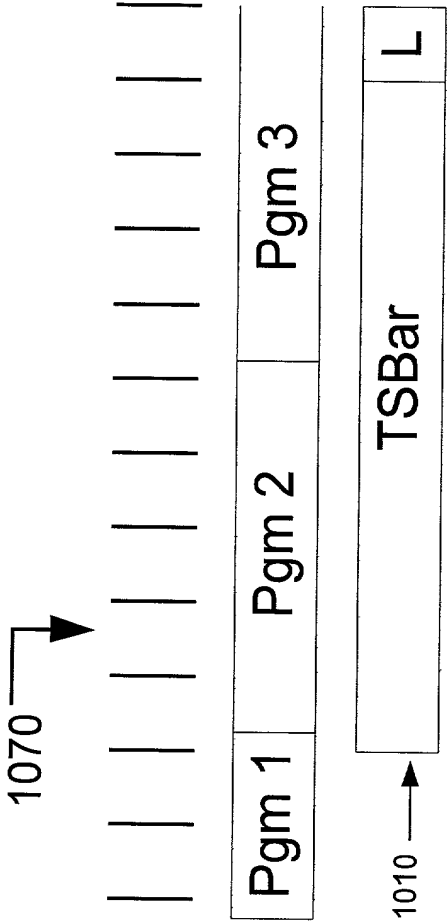


FIG. 10A

1070

1070

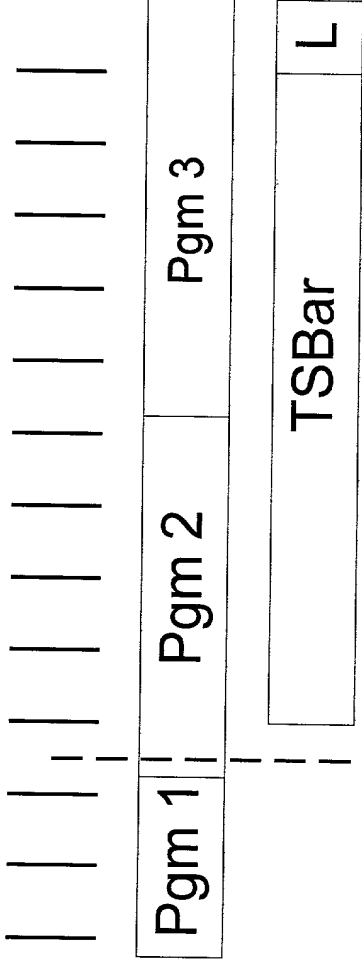


FIG. 10B

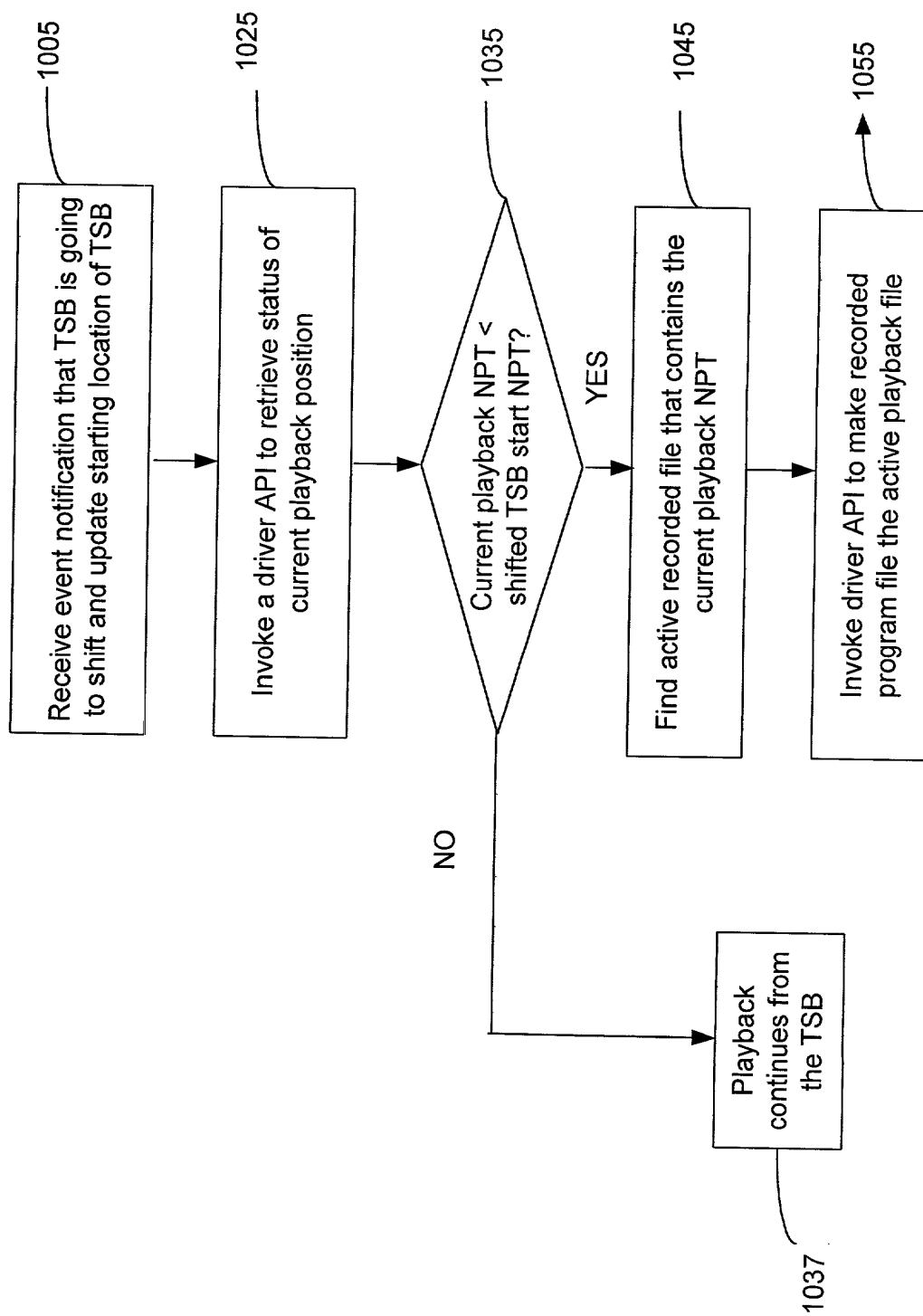


FIG. 10C

dvrn_Status (ui32 handle, *i32 npt, sDvr_Scale *scale, ui32 *mode)

FIG. 10D

void dvrn ConvertPlay (ui32 tsbHandle, ui32 handle)

FIG. 10E

3	7	8	9	10	12	16	17	30	31	34	35	36
1	1	1	3	2	2	2	2	2	1	1	1	1

Pgm 2	Pgm 3	Pgm 4
-------	-------	-------

TSBar	L
-------	---

FIG. 11A

3	7	8	9	10	12	16	17	30	31	34	35	36	37
1	1	1	2	2	2	2	2	1	1	1	1	1	1
Pgm 2			Pgm 3					Pgm 4			Pgm 5		
TSBar													
L													

FIG. 11B

3	7	8	9	10	12	16	17	30	31	34	35	36	37	38	
1	1	1	2	1	2	2	2	1	1	1	1	1	1	1	
Pgm 2				Pgm 3				Pgm 4				Pgm 5			
TSBar															L

FIG. 11C

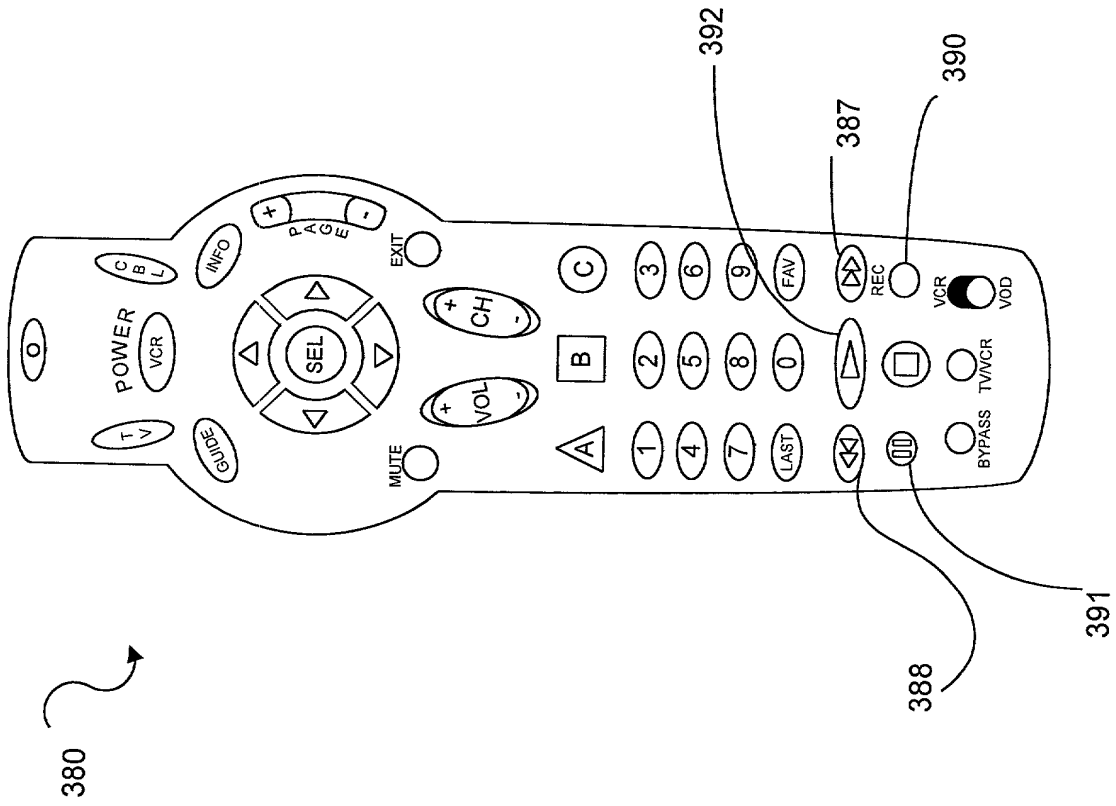


FIG. 12

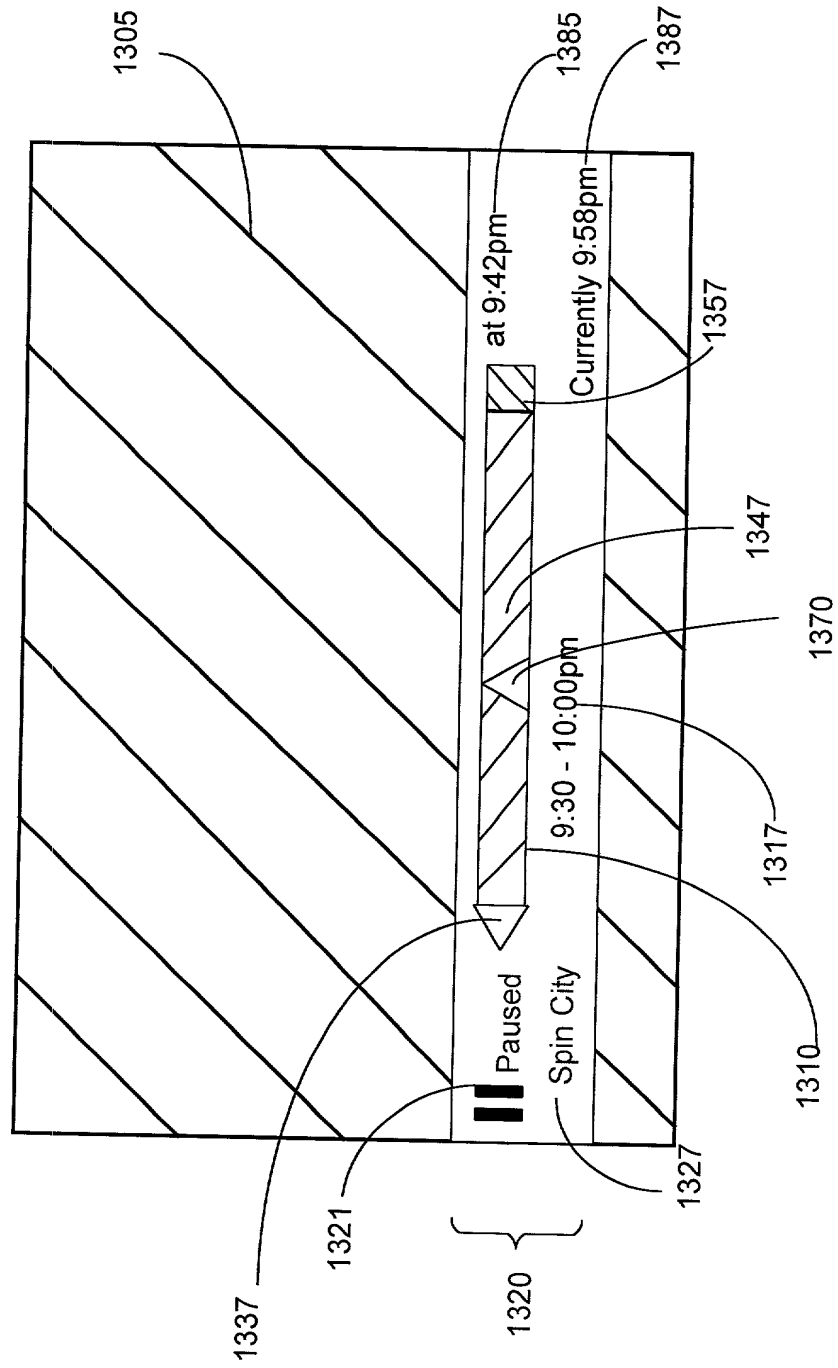


FIG. 13A

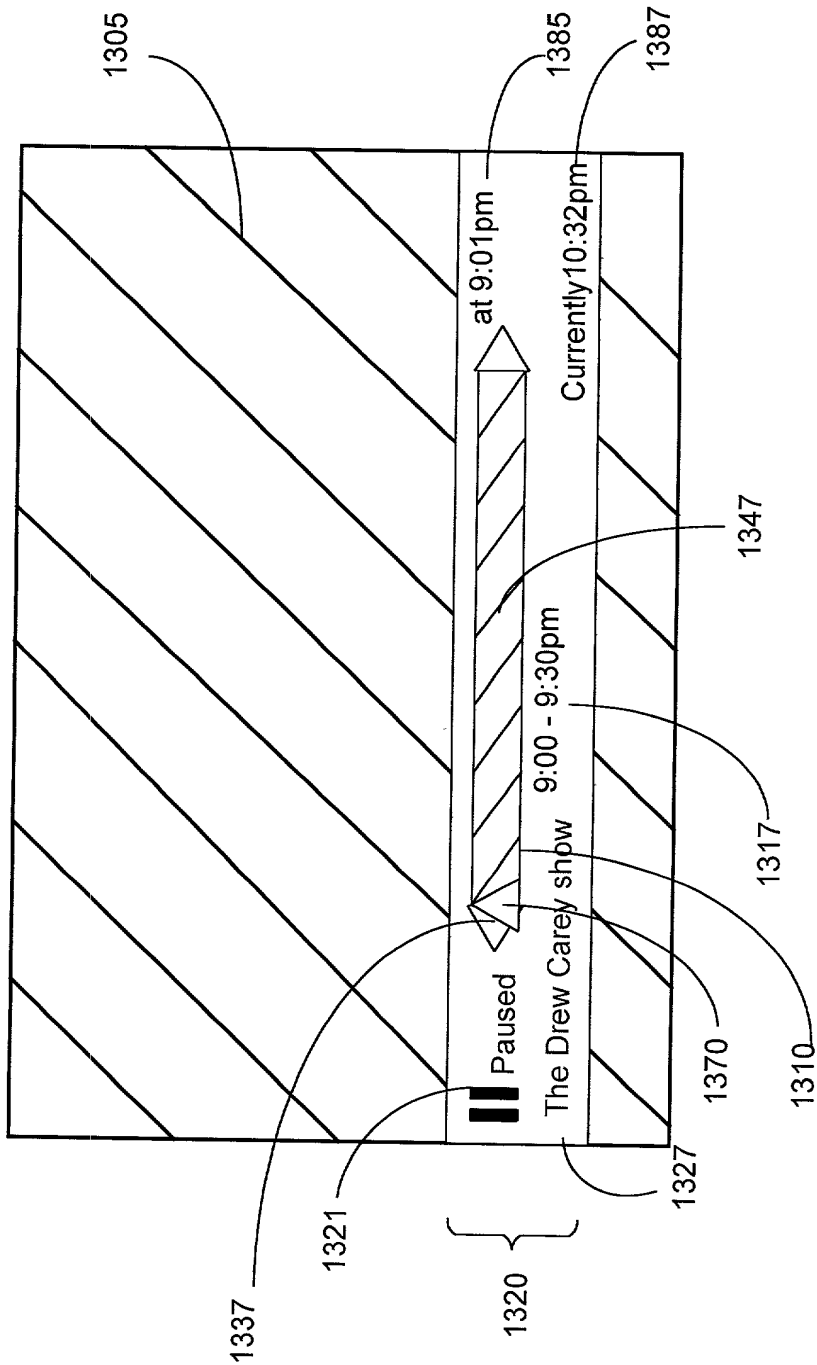


FIG. 13B

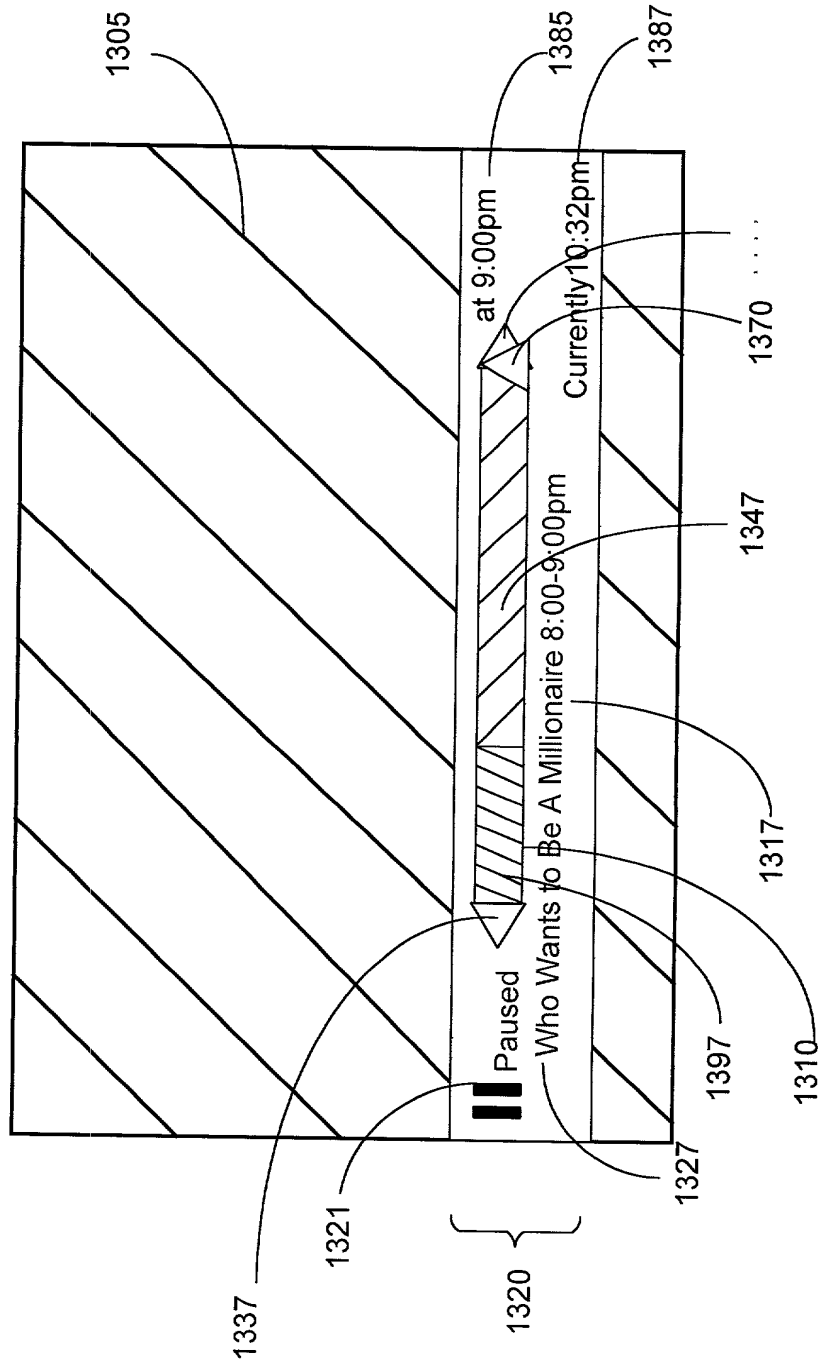


FIG. 13C

FIG. 14 is a schematic diagram of a television screen 1400 displaying an "Insufficient Space" error message. The screen shows a message indicating that 30 minutes of recording space is needed on the Explorer to record a program. It also displays the available recording space as 0 hours and 14 minutes. Below the message is a "Options" menu with three choices: "Erase a Recorded Program", "Save to VCR" (which is highlighted with a thick border), and "Cancel a Scheduled Recording". At the bottom of the screen is a "Cancel" button. A "SEL" button with left and right arrow keys is positioned above the "Options" menu. The reference numeral 1400 points to the entire screen area.

1400

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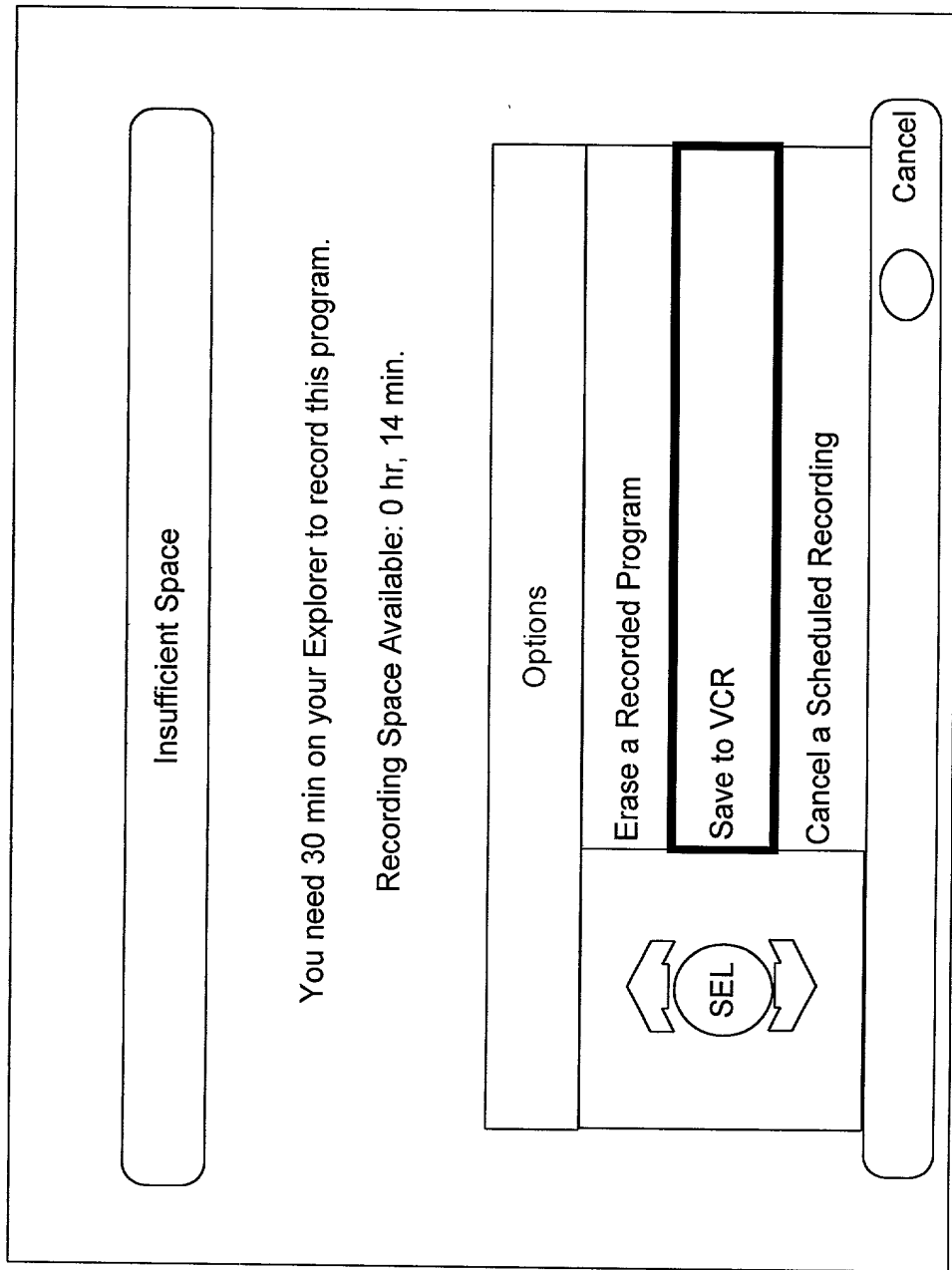


FIG. 14